RUBRIC: Gaming Competition (Minecraft)

From Digital Online Judging to State Championship
Individual or Group Student Event, 1 Design Allowed Per School to Apply

COMPETITION OVERVIEW

For this competition the team of students will be designing a copy of their school building in MineCraft. A team can be one or more students. This can be to any scale that the participants deem manageable. The finished product should include attributes of the building such as architecture, design, layout, and functionality. Features of the area surrounding the school may also be incorporated such as football field, track, parking lot, etc. Students are encouraged to make working functions of the school building also function in the MineCraft model as game mechanics allow.

COMPETITION RESTRICTIONS

Only stock MineCraft models will be accepted. There should be no modifications or plugins of any kind made to the software used in the construction of the finished product. Students should only use the base MineCraft game client to construct their models. The use of any editing software other than the game itself is not allowed. The model produced from this competition should be an original work and not include imported components from external sources.

REGISTRATION PROCESS

1. **Go to http://stlp.education.ky.gov and register for the gaming event as you normally would**
2. **Go to http://bit.ly/stlpgamingregistration to register on the community site. Click "New Item" and fill in the required information to register your team.**
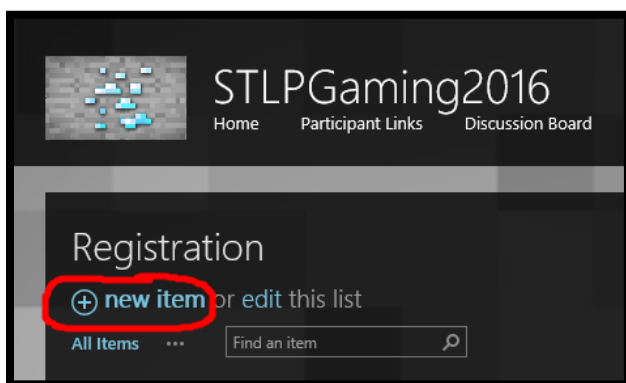
3. **After registering on the community site you will receive email confirmation and additional information including where to upload your finished product and resources for the competition**

FINISHED PRODUCT

The finished product to be uploaded should include the following:

1. A zipped version of the folder containing the Minecraft world the model was built
2. A written summary of the model that includes the following:

- An explanation of the build process of the model itself including things such as the determination of scale and layout
- An explanation of any mechanisms that were included in the model and how they function
- The XYZ coordinates of the model itself within the world (This information is available by pressing F3 in the game client)
- The street address/GPS coordinates of the school being modeled
- Any items of note that were included in the model to include in the evaluation

JUDGING/EVENT TIMELINE

- Entries will be reviewed and judged prior to State Championship to determine finalists
- Winners per grade grouping (Elementary, Middle, High) will be determined/announced at the event on the 22nd
- There will be a first and second place award to be given out per grade grouping at the awards ceremony on the 22nd
- You will be notified prior to the State Championship as to whether or not you are a finalist
- **The deadline to upload a finished product is Monday, April the 11th**
- Finalists will be notified on Monday, April the 18th

OTHER INFORMATION

- MineCraft software will not be provided by the state. For more information about MineCraft and how to obtain the software see https://minecraft.net/
- **Questions can also be emailed to stlpgaming@education.ky.gov**
- Once you have received your registration email confirmation with competition information, you can access the Community Site at

WHAT THE STLP COORDINATOR SHOULD DO

- Register the team per the instructions above
- Share the rules, rubric with students
- Assist students with Minecraft software including installation and exporting the world file zip to provide to judges electronically
- Make use of the Community Site for questions and information regarding the competition
- Check for copyright issues

WHAT THE STLP STUDENTS SHOULD DO

- Review rubric and follow all copyright rules
- Create a finished model of their school defined above
- Create written summary defined above

RUBRIC

CATEGORY	CRITERIA	POINT WEIGHT
ACCESS	The world and can be accessed and viewed by judges	5

COPYRIGHT	There are no copyright issues; Content is school appropriate	5
DESIGN	Completeness of design. Resemblance to real school	30
PROCESS	Written summary of build process	20
MECHANISMS	School building incorporates multiple functioning mechanisms	20
CREATIVITY	Use game components in unique ways to achieve the design	10
COMPLETENESS	Variety of material/object use in game to represent school building	10
	TOTAL POSSIBLE SCORE	100